

no card like his turned up, he puts the cards he has turned up in the centre of the table, and then *any one* seeing a card turned up like that in the centre calls SNAP CENTRE, and takes the card in the centre as well as those of the player who played the card of the same kind. When the cards have all come into the hands of two persons, they must turn all the cards they have before them, as well as those in their hands, unless the game is sooner terminated.

When the game is between one player and cards in the centre, he must turn all the cards he has, both before him and in his hand, and if he fails to match the one in the centre, one of another kind must be drawn out from those in the centre and placed on top, and all his cards turned up again, and so on until all the different kinds in the centre have been on the top, unless the game is terminated sooner.

DIRECTIONS

FOR PLAYING THE

GAME OF SNAP.

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DIRECTIONS.

This game may be played by any number of persons from two upwards, sitting around a table. The cards being thoroughly shuffled are dealt out equally to the players, *wrong side up*, that they may not know what cards they hold. Any one begins the game by turning up quickly his top card before him on the table, taking care to turn it up *toward the person opposite him, not toward himself*, that all may have an equal chance of seeing it. He is followed by those at his left in quick succession. The instant any one turns up a card like that of any other player, he, or the person who has the corresponding card before him, calls out NAP! The one who speaks first takes all the cards the other has turned up, and placing them on top of those he has himself turned up, puts them all on the bottom of those yet in his hand and again begins to play as before. This is continued until one player has taken all the cards. If any one makes a mistake, and calls *snap* when there is